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**1 [Joining the GUI design team: a case study](#)**

Leslie A. Johnson

 October 1994 **Proceedings of the 12th annual international conference on Systems documentation: technical communications at the great divide**

 Full text available: [pdf\(643.12 KB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)


This paper discusses the experiences of the writing department at a small (85 person or so) high technology company when that department was enlisted to coordinate and design user interfaces for the company's software products. In particular, it takes an in depth look at one particular project. We found that many of the skills necessary for success as technical writers in the computer software industry are also important when designing user interfaces, and that the "self ins ...

**2 [Novel help for on-line help](#)**

Cécile Paris, Nadine Ozkan, Flor Bonifacio

 September 1998 **Proceedings of the 16th annual international conference on Computer documentation**

 Full text available: [pdf\(980.81 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)
**3 [Direct-manipulation user interface modeling with high-level Petri nets](#)**

Huan Chao Keh, T. G. Lewis

 April 1999 **Proceedings of the 19th annual conference on Computer Science**

 Full text available: [pdf\(998.41 KB\)](#) Additional Information: [full citation](#), [references](#)
**4 [ET++—an object oriented application framework in C++](#)**

Andre Weinand, Erich Gamma, Rudolf Marty

 January 1988 **ACM SIGPLAN Notices, Conference proceedings on Object-oriented programming systems, languages and applications**, Volume 23 Issue 11

 Full text available: [pdf\(1.40 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

ET++ is an object-oriented application framework implemented in C++ for a UNIX+ environment and a conventional window system. The architecture of ET++ is based on MacApp and integrates a rich collection of user interface building blocks as well as basic data

structures to form a homogeneous and extensible system. The paper describes the graphic model and its underlying abstract window system interface, shows composite objects as a substrate for declarative layout specification of com ...

**5 Reuse in the application layer**

Hirotomo Okuno, Hideki Matsumoto, Hironori Asai, Mikiko Sakurai, Takao Nakayama  
November 1996 **Proceedings of the 1996 conference of the Centre for Advanced Studies on Collaborative research**

Full text available:  pdf(151.98 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Today's advanced CASE tools, combining the building-block and generative approaches to software reuse, are effective for reuse of software components and procedures in the presentation layer and data layer of the three-layer model. There are no effective tools generally available, however, for reuse of application-layer components and procedures, which are usually too numerous and small for efficient reuse. Programmers therefore choose to transform existing specification sheets of the applicatio ...

**6 Combining UCMs and formal methods for representing and checking the validity of scenarios as user requirements**

John A. van der Poll, Paula Kotzé, Ahmed Seffah, Thiruvengadam Radhakrishnan, Asmaa Alsumait

September 2003 **Proceedings of the 2003 annual research conference of the South African institute of computer scientists and information technologists on Enablement through technology**

Full text available:  pdf(237.45 KB) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In user interface engineering, scenarios are stories that capture information about users and their tasks, including the context of use. Scenarios are generally documented using natural languages in order to understand, validate and use them effectively and efficiently throughout the development lifecycle. Stakeholders and software developers need to understand scenarios and translate them into design solutions. This paper discusses how use case maps, a visual notation for representing scenarios ...

**Keywords:** Z, design, formal specification, heuristics, human factors, human-computer interaction, reliability, requirements, scenario, use case map, verification

**7 HP/TELEGEN2 ENCAPSULATION: An Integration Project of the Telesoft Ada Environment with HP CASE and OSF/Motif**

Max Mattini

March 1991 **ACM SIGAda Ada Letters**, Volume XI Issue 2

Full text available:  pdf(493.83 KB) Additional Information: [full citation](#), [abstract](#)

This paper describes the 'HP/Telegen2 Encapsulation' Project (HTEP) currently being undertaken by BHP Aerospace & Electronics (BHP A&E). The project aims at integrating the Telegen2 Ada environment within the HP SoftBench CASE tool. The project is currently in an advanced development stage, with a demonstration planned for the CASE-Ada exposition to be held in Canberra on 30th October 1990.

**8 IS '97: model curriculum and guidelines for undergraduate degree programs in information systems**

Gordon B. Davis, John T. Gorgone, J. Daniel Couger, David L. Feinstein, Herbert E. Longenecker

December 1997 **ACM SIGMIS Database , Guidelines for undergraduate degree programs on Model curriculum and guidelines for undergraduate degree programs in information systems**, Volume 28 Issue 1

9 [Conceptual modeling through linguistic analysis using LIDA](#)

Scott P. Overmyer, Benoit Lavoie, Owen Rambow

July 2001 **Proceedings of the 23rd international conference on Software engineering**

Full text available: [pdf\(308.20 KB\)](#)

 Publisher Site

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

*Despite the advantages that object technology can provide to the software development community and its customers, the fundamental problems associated with identifying objects, their attributes, and methods remain: it is a largely manual process driven by heuristics that analysts acquire through experience. While a number of methods exist for requirements development and specification, very few tools exist to assist analysts in making the transition from textual descriptions to other notat ...*

10 [A new approach to software tool interoperability](#)

Yimin Bao, Ellis Horowitz

February 1996 **Proceedings of the 1996 ACM symposium on Applied Computing**

Full text available: [pdf\(1.43 MB\)](#)

Additional Information: [full citation](#), [references](#), [index terms](#)

**Keywords:** CASE, software engineering environment, software interoperability, tool integration

11 [FrameKit, an Ada framework for a fast implementation of CASE environments](#)

Fabrice Kordon, Jean-Luc Mounier

September 1998 **ACM SIGAda Ada Letters**, Volume XVIII Issue 5

Full text available: [pdf\(981.55 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [index terms](#)

Software engineering methodologies rely on various and complex graphical representations and are more useful when associated to CASE (Computer Aided Software Engineering) tools designed to take care of constraints that have to be respected. Now, CASE tools gave way to CASE environments (a set of tools that have a strong coherence in their us). This concept provides enhanced solutions for software reusability while the environment may be adapted to a specific understanding of a design methodology ...

12 [Demonstrations: Ideogramic: flexibility and formality in collaborative diagramming](#)

Anne Vinter Ratzer, Klaus Marius Hansen

October 2002 **Proceedings of the second Nordic conference on Human-computer interaction**

Full text available: [pdf\(209.69 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Modelling is central to doing and learning object-oriented development. We present a new tool, Ideogramic UML, for gesture-based collaborative object-oriented modelling, which is particularly effective on pen-based input and output devices such as electronic whiteboards. Furthermore we show how the interaction principles of this tool generalize to other application domains.

**Keywords:** collaborative diagramming, gesture-based interaction, object-oriented modelling, whiteboard software

### 13 Live documents with contextual, data-driven information components

Anke Weber, Holger M. Kienle, Hausi A. Müller

October 2002 **Proceedings of the 20th annual international conference on Computer documentation**

Full text available:  [pdf\(627.10 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We introduce the notion of a live document and we describe our concept of live documents with contextual, data driven information components. The dynamic and interactive features of live documents provide a consistent data source for multimedia presentations targeted to various audiences and multiple platforms. Therefore, they contribute to the solution of key challenges in single sourcing and repurposing. We motivate the use of live documents with sample scenarios from the field of systems docu ...

**Keywords:** Microsoft Office, live documents, repurposing, reverse engineering, scalable vector graphics, single sourcing, software engineering, systems documentation

### 14 Collaborative modeling techniques to facilitate communication among end-users and analysts

Robert M. Daniels, Glenda Hayes

April 1995 **Proceedings of the 1995 ACM SIGCPR conference on Supporting teams, groups, and learning inside and outside the IS function reinventing IS**

Full text available:  [pdf\(1.54 MB\)](#)

Additional Information: [full citation](#), [references](#), [index terms](#)

### 15 Developing object-oriented user interfaces in Ada with the X Window system

Gary W. Klabunde, Mark A. Roth

December 1992 **Proceedings of the conference on TRI-Ada '92**

Full text available:  [pdf\(929.03 KB\)](#)

Additional Information: [full citation](#), [references](#), [index terms](#)

### 16 Tool support for collaborative teaching and learning of object-oriented modeling

Klaus Marius Hansen, Anne Vinter Ratzer

June 2002 **ACM SIGCSE Bulletin , Proceedings of the 7th annual conference on Innovation and technology in computer science education**, Volume 34 Issue 3

Full text available:  [pdf\(315.29 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Modeling is central to doing and learning object-oriented development. We present a new tool, Ideogramic UML, for gesture-based collaborative modeling with the Unified Modeling Language (UML), which can be used to collaboratively teach and learn modeling. Furthermore, we discuss how we have effectively used Ideogramic UML to teach object-oriented modeling and the UML to groups of students using the UML for project assignments.

**Keywords:** collaborative learning, electronic whiteboards, gestures, object-oriented modeling

### 17 Visual query and analysis tool of the object-relational GIS framework

Zoran Stojanovic, Slobodanka Djordjevic-Kajan, Dragan Stojanovic

November 2000 **Proceedings of the ninth international conference on Information and knowledge management**

**18 Reducing the variability of programmers' performance through explained examples**

David F. Redmiles

May 1993 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available: [pdf\(782.70 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

A software tool called EXPLAINER has been developed for helping programmers perform new tasks by exploring previously worked-out examples. EXPLAINER is based on cognitive principles of learning from examples and problem solving by analogy. The interface is based on the principle of making examples accessible through multiple presentation views and multiple representation perspectives. Empirical evaluation has shown that programmers using EXPLAINER exhibit less variability in their performance ...

**Keywords:** analogy, knowledge representation, learning, programming plans, semantic networks, software engineering, user interface

**19 Sniff (abstract): a pragmatic approach to a C++ programming environment**

Walter R. Bischofberger

December 1992 **ACM SIGPLAN OOPS Messenger , Addendum to the proceedings on Object-oriented programming systems, languages, and applications (Addendum)**, Volume 4 Issue 2

Full text available: [pdf\(1.10 MB\)](#) Additional Information: [full citation](#), [abstract](#), [index terms](#)

Sniff is a pragmatic C++ programming environment which has been implemented during the last fifteen months. Sniff is implemented in C++ with the ET++ application framework. It runs on a large number of UNIX workstations under several window management systems such as OSF-Motif, OpenWindows, and Sunview. Sniff is an open environment providing browsing, cross-referencing, design visualization, documentation, and editing support. It delegates compilation and debugging to any C++ compiler ...

**20 Abstract interaction tools: a language for user interface management systems**

Jan Van Den Bos

April 1988 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 10 Issue 2

Full text available: [pdf\(2.45 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#), [review](#)

A language model is presented for the specification of User Interface Management Systems. The model, called the Abstract Interaction Tool (AIT) model, offers a tree-like hierarchy of interaction objects. Each object represents a subtree and can be considered as an abstract input device containing a syntax-like specification of the required input pattern. The hierarchy of specifications amounts to a system of syntactical productions with multiple control. Terminal nodes of the AIT tree represent ...

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**1 Enveloping sophisticated tools into computer-aided software engineering environments**

*Valetto, G.; Kaiser, G.E.;*

Computer-Aided Software Engineering, 1995. Proceedings., Seventh International Workshop on, 10-14 July 1995

Pages:40 - 48

[\[Abstract\]](#) [\[PDF Full-Text \(840 KB\)\]](#) **IEEE CNF**

**2 Central repository data models for cleanroom systems development**

*Hevner, A.R.; Becker, S.A.;*

System Sciences, 1992. Proceedings of the Twenty-Fifth Hawaii International Conference on, Volume: ii, 7-10 Jan. 1992

Pages:459 - 468 vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(608 KB\)\]](#) **IEEE CNF**

**3 Integrated CASE support for box structure systems development: a case study**

*Hevner, A.R.; Wilkey, J.A.; Becker, S.A.;*

System Sciences, 1991. Proceedings of the Twenty-Fourth Annual Hawaii International Conference on, Volume: ii, 8-11 Jan. 1991

Pages:532 - 542 vol.2

[\[Abstract\]](#) [\[PDF Full-Text \(660 KB\)\]](#) **IEEE CNF**

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[EventHelix.com EventHelix.com/EventStudio 2.0 User Manual.. - Tab Le Of](#) (Correct)

Introduction EventStudio EventStudio is a **Case tool** designed specifically for Distributed system type. New Windows 2000, Windows XP style **dialog box** will be used when opening and saving [www.eventhelix.com/RealtimeMantra/Networking/.../EventStudio/EventStudioUserManual.pdf](http://www.eventhelix.com/RealtimeMantra/Networking/.../EventStudio/EventStudioUserManual.pdf)

[Designing Relational Data Warehouses Through - Schema-Transformation..](#) (Correct)

be combined with other components conforming a **CASE tool**. These other components have been developed in When the user applies certain primitives, a **dialog box** appears showing him what rules should be [www.fing.edu.uy/inco/pedeciba/bibliote/reptec/TR0111.pdf](http://www.fing.edu.uy/inco/pedeciba/bibliote/reptec/TR0111.pdf)

[Sage: Generating Applications With UML and Components - Dykman \(1999\)](#) (Correct)

software development. The UML-based extensible **CASE tool**, Rational Rose, was extended to create SAGE for Even though Visio is a very powerful drawing tool, **CASE tools** features are a must for software design, 30 2.8 Rational Rose Specification **Dialog Box**

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